

in: SMiki, Neverwitcher, Locations, Far East

Ilan Qurun

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Ilan Qurun, also known as the *Middle Kingdom*, the *Realm of Three* or the *Trifecta Empire* is a nation east of [Kilan-Tal](#), North of [Bia Thin](#) and to the west of [Tenijima](#).

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A map of Ilan Qurun and Bia Thin, roughly translated by Ludenwig Le Savant

General information

Variation(s) Ilan Qurun, Khunlun, Qhunlun

Status Follow on IG, TikTok, Join Fan Lab

Ruler	Senate
Societal information	
Official Language	Unen, Bia Khon
Demonym	Ilan Quruni
Religion	Various



History

Originally the land north of Bia Thin was part of [Kilan-Tal](#) still, settled by the Sartuuri Ulus. After they had already settled [Senzo](#) ships appeared on the horizon, people in search of a new home arriving upon the coast. In spite of initial hostilities the Sartuuri eventually accepted the newcomers, though they remained divided at first. Only when an army from [Bia Thin](#) marched north and sought to conquer its neighbor did the two groups unite against a common enemy. Their efforts, sadly, were not enough, and what would become known as Ilan Qurun was annexed by the Bia Thin empire.

Outraged by the conquering of their land, the Khans of Kilan-Tal united to the Khan Conglomerate, riding over the two passes of the Qunluni Mountains in order to free their Sartuuri bretheren. The Bia Thin had never met the Kilan in battle before, their unfamiliar tactics proved too much and their troops withdrew back south.

The Khan Conglomerate sought to bring war to the aggressors, but the Bia Thin not only had the terrain on their side but their fortresses proved more formidable than the ones the Sartuuri had erected since their arrival. The hordes withdrew back into Kilan-Tal, to lick their wounds and prepare for a second assault. An assault that never came, for the Khan Conglomerate broke apart in what the Kilan termed the Age of Fire, the steps torn apart in a civil war. It was this moment that the people of Ilan Qurun used to declare their independence, becoming a realm made of [Kilan](#), [Senzo](#) and some of the [Buêrêng](#) that had been captured or stayed behind willingly.

Inhabitants

TBA

Society

TBA

Religion

TBA

Ilan Qurun Views

TBA

Locations

Sanghuang

Sanghuang is the second largest city in Ilan Qurun, situated in the fertile hills of the Qurunlagai expansion. Much of the food grown comes from this region.

Qurunseon

Qurunseon is the capitol of Ilan Qurun, situated on the coast of the Houkou sea. Most of the seafood consumed by the populace is caught by fishing fleets operating out of Qurunseon. In spite of attempts to avoid segregation, three districts emerged over time where each ethnic group ([Senzo](#), [Buêrêng](#) and [Kilan](#)) live mostly among themselves - with the merchant district, harbor and administrative district being more mixed.

Hwando

Hwando is a fortress situated at the end of the pass with the same name, protecting the land from invasions from the west.

Namhan

Namhan is a fortress situated at the end of the pass with the same name, protecting the land from invasions from the west.

Gallery

TBA

Trivia

TBA

Notes

- Ilan Qurun was envisioned by Dark (Neverwitcher) and fleshed out with the help of SMiki and Krzychukar.

Hakland / The Far East		[Hide]
Peoples	Senzo • Buêrêng • Kilan • Wosejin • Cuchaqs • Vran	
Nations	Kilan-Tal • Cuchaq Horde • Bia Thin • Ilan Qurun • Asatta • Wose Guntou (Tenijima) • Tuyotuki	
Bestiarium	Aydakhurg • Kilan Death Worm •	
Kilan-Tal		[Show]
Bia Thin		[Show]
Ilan Qurun		[Show]
Asatta		[Show]
Tuyotuki & Wose Guntou		[Show]
The Witcher Online: The Neverwitcher Nights Project		[Hide]
Races	Human • Elf • Dwarf • Halfling • Mutant • Doppler	
Professions	Artisan • Bard • Doctor • Druid • Mage • Man-at-Arms • Merchant • Noble • Peasant • Priest • Ranger • Rogue • Witch • Witcher	
World	Timeline • Faiths & Pantheons • The North • Mahakam • Southlands • Hakland • Ofir • Melukka • Zangvebar	
Gameplay	Character Development • Combat • Crafting • Skills • Unique Skill Branches • Magic • Magic school • Trading • Signs • Invocations • Powers • Death • Wounds • Derangements • Overland Map	
Power Groups	Rivian Army • Rivian Guilds • People of Elm • Heimwehr • Mahakam Volunteer Army • Scioa'tael • Order of the White Rose • Mashujaa wa Zang • Brotherhood of Mages • Novigrad Gangs	
VIPs	List of Player Characters • King Halm • Brover Hoog • Fergus var Emreis	
Bestiary	Aydakhurg • Otso • Nidhögg • Zystling • Wort • Bublios • Ilyocori • Nighthag • Buggegil • Gan Caenn • Ogre • Nemeton	
Locations		[Show]

Categories







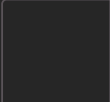
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